

WEST Search History

DATE: Monday, May 19, 2003

Set Name Query

side by side

Hit Count Set Name

result set

DB=USPT; PLUR=YES; OP=ADJ

L10	6003089[pn]	1	L10
L9	((number or quantit\$) near2 channel\$) same packet\$ same client\$ same (server\$ or host\$)	13	L9
L8	17 and channel\$	11	L8
L7	L6 and l3	22	L7
L6	(packet\$ near2 (aggregat\$ or combin\$ or group\$ or siz\$)) same client\$ same (server\$ or host\$)	140	L6
L5	L4 and l3	3	L5
L4	((packet\$ or data) near4 (aggregat\$ or combin\$ or group\$)) same (server\$ near6 load\$)	70	L4
L3	11 or ((709/230 or 709/231 or 709/232).ccls.)	1581	L3
L2	((709/203)!.CCLS.)	1682	L2
L1	((709/236)!.CCLS.)	421	L1

END OF SEARCH HISTORY

WEST☐ Generate Collection☐ Print

L7: Entry 1 of 22

File: USPT

Feb 11, 2003

DOCUMENT-IDENTIFIER: US 6519636 B2

TITLE: Efficient classification, manipulation, and control of network transmissions by associating network flows with rule based functions

Detailed Description Text (4):

The client 160D optionally contains a client bandwidth determinator 210 that allows local determination of the bandwidth that is available for the network server to download data to the client. Bandwidth includes but is not limited to any one or more of the following parameters: peak rate and average rate at which packets are sent from the network server to the client, maximum burst sizes at which packets can be sent at the peak rate, and the maximum length of the packets. These control parameters are described in more detail in FIG. 3. In the following, we use the term "rate" interchangeably with bandwidth.

Current US Cross Reference Classification (5):709/231Current US Cross Reference Classification (6):709/232

CLAIMS:

1. A server connected through one or more network interfaces to one or more networks, each of the networks connected to one or more clients, the server having one or more memories and one or more central processing units (CPUs) and further comprising: one or more applications executed by one or more of the CPUs, each application using one or more sockets connected to the networks to communicate over the networks; one or more rule sets containing one or more rules; and one or more socket sets of one or more of the connected sockets, each of the socket sets associated with one of the rule sets, the rule set controlling one or more packets sent by the applications on each of the sockets in the associated socket set; wherein the rule set controls the timing of the sending procedure of the packets to the network or the sending of received packets to the application on any socket in the associated socket set in one or more of the following ways: limiting a peak rate of delivered packets, limiting size of a burst of packets delivered at the peak rate, and limiting size of sent packets.

21. A server connected through one or more network interfaces to one or more networks, each of the networks connected to one or more clients, the server having one or more memories and one or more central processing units (CPUs) and further comprising: one or more applications executed by one or more of the CPUs, each application using one or more sockets connected to the networks to communicate over the networks; one or more rule sets containing one or more rules, wherein the rule sets are data structures for associating with one or more sockets; one or more socket sets of one or more of the connected sockets, each of the socket sets associated with one of the rule sets, the rule set controlling one or more packets sent by the applications on each of the sockets in the associated socket set; and wherein the rule set controls the timing of the sending procedure of the packets to the network or the sending of received packets to the application on any socket in the associated socket set in one or more of the following ways: limiting a peak rate of delivered packets, limiting size of a burst of packets delivered at the peak rate, and limiting size of sent packets.